

Elementary School

Mon, Tues, Thurs, & Fri			Wednesday		
8:00 8:05 8:10	Staggered Arrival	Gr. 2/3 Gr. K/1 Gr. 4/5/6	9:00 9:05 9:10	Staggered Arrival	Gr. 2/3 Gr. K/1 Gr. 4/5/6
8:30 - 11:00	Class	165 min	9:30 - 11:00	Class	105 min
11:00 -11:50	Lunch	40 min	11:00 -11:50	Lunch	40 min
11:50 - 1:15	Class	95 min	11:50 - 1:15	Class	95 min
1:15 - 1:30	Break -1	15 min	1:15 - 1:30	Break -1	15 min
1:30 - 1:45	Break -2	15 min	1:30 - 1:45	Break -2	15 min
*1:30 - 2:30	Class	60 min	*1:30 - 2:20	Class	50 min
2:30 2:35 2:40	Staggered Dismissal	Gr. 2/3 Gr. K/1 Gr. 4/5/6	2:30 2:35 2:40	Staggered Dismissal	Gr. 2/3 Gr. K/1 Gr. 4/5/6

1. *Staggered Arrival and Dismissal* - To ensure we can socially distance and maintain proper flow of our students we will also institute a staggered arrival and dismissal time for Elementary School students based on their grade level.

Mon, Tues, Thurs, & Fri - Arrival	Wednesday - Arrival
8:00 am - Grade 2/3 8:05 am - Grade K/1 8:10 am - Grade 4/5/6	9:00 am - Grade 2/3 9:05 am - Grade K/1 9:10 am - Grade 4/5/6

This means that students at each grade level are expected to arrive at school and enter the building at the above time.

Mon, Tues, Thurs, & Fri - Dismissal	Wednesday - Dismissal
2:30 pm - Grade 2/3 2:35 pm - Grade K/1 2:40 pm - Grade 4/5/6	2:30 pm - Grade 2/3 2:35 pm - Grade K/1 2:40 pm - Grade 4/5/6

Students in Grade K-3 should be picked up by a parent in the courtyard. Students in Grade 4-6 should meet their parents at the curbside.

2. *Staggered Lunch & Outdoor Time*

Mon, Tues, Wed, Thurs, & Fri - Lunch Plan	
10:30 - 10:55 am (Outdoor Time) 11:00am - 11:25 am (Lunch)	Grade 1 (New Playground) & Grade 5 (Old Playground)
11:00 - 11:25 am (Outdoor Time) 11:30am - 11:50 am (Lunch)	Grade 2 (New Playground) & Grade 6 (Old Playground)
11:25 - 11:50 am (Outdoor Time) 11:00 - 11:25 am (Lunch)	Grade 3 (New Playground) & Grade 4 (Old Playground)
12:00 - 12:30 pm (Outdoor Time) 11:30 - 11:50 am (Lunch)	Kindergarten (New Playground)

3. *Second Recess* - Students will have further outside time on playgrounds, within their own class unit.